SONG DRAGONS

Song dragons, also known as "weredragons", are a type of dragon that live among humanity is in disguise.

True Form. Song dragons have the ability to shift between the form of a human and a dragon. Their human guise is actually their true form, as it is believed that somewhere in the past, a common human ancestor was gifted with the ability to change forms.

Hidden Within Society. Song dragons forgo most of the dragon stereotypes in order to live their long lives among humanity. Some may seek to amass a horde of sorts by working their way upwards through society, however there are just as many song dragons that are happy to remain average by all counts. Song dragons are almost never seen in their dragon form, only resorting to such measures if they are in great danger or need. They prize their secrecy above all else, so any song dragon will be hesitant to reveal what they truly are. There are some who defy this status quo, however, and use their draconic form to claim power over others. Such individuals are hated by song dragon society and seen as crass brutes.

Adult Song Dragon

Large dragon (human, shapechanger), neutral

Armour Class - 20 (natural armor)
Hit Points - 178 (17d12 + 68)
Speed - 40 ft., climb 40 ft., fly 80ft.

STR 19 (+4)
DEX 12 (+1)
CON 18 (+4)
INT 20 (+5)
WIS 20 (+5)
CHA 22 (+6)

Saves DEX +6, CON +9, WIS +10, CHA +11
Skills Deception + 11, Perception +10, Persuasion +11
Damage Immunities bludgeoning, piercing, and slashing from non-magical weapons, lightning
Condition Immunities charmed, poisoned
Senses truesight 15 ft., passive Perception 20

Languages All
Challenge 14 (11,500 XP)

Traits

Legendary Resistance (3/Day)
If the dragon fails a saving throw, it can choose to succeed instead.

Alternate Form.
Song dragons can freely assume human form. Each song dragon has a unique human form that it assumes each time it changes shape. The song dragon's Strength, Dexterity, and Constitution scores become human average (Str 10, Dex 11, Con 10), but its hit points are unaffected by this change. A song dragon can employ its spells and special abilities - except its breath weapon - in either form. Changing from one form to another is an action.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +9 to hit, reach 10 ft., one creature.
Hit: 16 (2d10 + 5) piercing damage.

Claw.
Melee Weapon Attack: +9 to hit, reach 10 ft., one creature.
Hit: 12 (2d6 + 5) slashing damage.

Tail.
Melee Weapon Attack: +9 to hit, reach 15 ft., one creature.
Hit: 14 (2d8 + 5) bludgeoning damage.

Frightful Presence.
Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Static Gas (Recharge 5-6).
The dragon exhales a cloud of electrically charged gas in a 40-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 42 (12d6) lightning damage on a failed save, or half as much damage on a successful one. The gas lingers and affects the area as the *Antimagic Field* and *silence* spells, except it has a duration of 1 minute.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect.
The dragon makes a Wisdom (Perception) check.

Tail Attack.
The dragon makes a tail attack.

Shift (Costs 2 Actions).
The dragon shifts between its human and dragon forms.